ABSTRACT

A method for generating a representation of a track which is to be followed through a virtual space. A path is steered through the space, track path data representing the path is stored, and the track is established to follow that path. The track may be manipulated by selecting at least two points on the track, and applying a predetermined effect to the track between the two selected points. Navigational instructions may be generated which if obeyed will allow a vehicle to follow a route about a previously established track. Track geometry is determined by looking ahead along the track in the direction of travel, and instructions are derived in response to the determined track geometry.